



**G7000**  
**VIDEOGAMES**

**PHILIPS  
PROUDLY  
PRESENTS....**

**THE G7000 VIDEOGAMES CLUB**

# G7000 VIDEOGAMES

## VIDEOPAC BONANZA SUPPLEMENT



**Eight new  
'thinking computer'  
games to keep the whole  
family entertained !**

*Videopac 31 Musician is featured on page 1 of this Newsletter.  
Now here are details of no less than 8 unique new 'thinking computer'  
games from Philips — they actually adjust to your skill level as you progress.  
Only with your G7000 is this possible.*



## No. 28 Volleyball

Fast, furious fun against the 'thinking computer' or a partner. Your TV set becomes a Volleyball Court, with two teams of six players on either side of the net. You can play this rapid, exciting team game even if you are completely alone.

### Object of the game

To keep the ball from touching the floor on your side of the court, and return it in such a way that it touches the floor on your opponent's side. Sounds easy? Just try it!

### How it's played

The joystick is moved to control the direction of the game, and to manoeuvre players into blocking the ball or catching it in rear field. There's no limit to the number of times the ball is played before it passes the net again, and there's no outside rule—the ball can be bounced off the rear wall or ceiling. When a player is ideally positioned—and this requires quick thinking—the action button can be pressed to 'spike' the ball (which automatically travels faster as the game progresses) into travelling at twice its former speed! Only the serving team scores points, when the defending team scores it takes over service. The game is won by the first team to score 10 victories.

### Special features

You need skill and experience to win, so Volleyball lets you study the game in advance. The computer can take over both teams, while you watch and learn. Then get all the practice you want by playing against it.



## No. 29 Dambuster

Two games of skill requiring cool courage and unerring judgement. For two, or one against the computer. Choose to be the merciless aggressor or the quick-witted defender of your strategically vital dam. If you're at home alone, match your skill against the computer.

### Object of the game

As attacker, to demolish as many blocks of the dam as possible in the time limit; as defender, to rebuild them faster than they're destroyed. The computer keeps track of the time and tells you how many of the dam's 36 blocks are still intact.

### How it's played

The attacker's weapon is a fast-moving missile bounced off a shield which is manoeuvred across the bottom of the screen with the handset. With it he attempts to demolish the dam at the top of the screen block by block. In Dambuster 1 he must move fast to knock holes through the dam; in Dambuster 2 his missile is even more lethal, and with its greater devastation power he must try to destroy the whole dam. In both games the defender's handset controls the maintenance workers located on each of the four different-coloured levels of the dam—in game 2 they move twice as fast as in game 1. They literally blaze with energy when they're ready for action!

### Special features

You can study the intricacies of the games before you start by asking the computer to demonstrate both versions.



## No. 30 Battlefield

A game of outstanding fun and a lot of skill, for two players. Suitable for all the family.

Leap up and down in triumph with your General when you win a battle, or shake your head in fury when you lose! The hilariously funny antics of your on-screen soldiers are one of the most enjoyable features of this fast-moving game.

### Object of the game

With his army of soldiers, each General must attempt to capture the enemy General. He must do this 10 times to win the war.

### How it's played

The screen is a small forest with 2 armies vying for position. At the start of the game the Generals are positioned in diagonally opposite corners. Generals can be moved with the handsets, but not the soldiers, who automatically try to find their way to the enemy General. They shoot down enemy soldiers they encounter, or themselves get shot and stunned. The generals are invulnerable to bullets, and can revive their own wounded soldiers with a touch. But their main aim is to lead their men against the enemy, and at the press of the action button they will beckon their men to follow them. The soldiers immediately respond providing there are no obstacles in the way. When a General is captured, both salute like Officers and Gentlemen—and then succumb to respective bouts of triumph or rage!

### Special features

The unique skill-adjusting capability of this Videopac will ensure the excitement never flags!



## No. 32 Labyrinth and Supermind

A veritable treasure-chest of games! 16 varieties of the maze game, *Labyrinth*, plus 2 code-breaking *Supermind* games that use all the symbols of the keyboard! For one player or two.

Some simple enough for the youngest children, some so sophisticated they'll tax the biggest brain—the selection of games in this amazing new videopac guarantees your family hours of mind-boggling fun!

### The Labyrinth Game

Move your pawn through the maze against a time-clock or an opponent, or play cat-and-mouse with your G7000.

### Object of the game

In all 16 varieties, to move your pawn out of the maze in the shortest possible time, against sometimes seemingly insurmountable odds! Each match consists of a series of 10 mazes.

### How it's played

Controlled by the joystick, the pawn must be moved through the maze avoiding moving close to partitions which slow it down. The action button can be used to speed it up. The basic game has a stationary maze pattern, but varieties include mazes that move and change, suddenly boxing in the pawn; mazes where the exit changes position; changes of playing speed and a cat-and-mouse game against the computer where the pawn becomes a mouse hotly pursued by the G7000 cat!

### Special features

A digital-clock display times players to 1/10 of a second, although no time limit is imposed.

### Supermind

If you've played and enjoyed 'Mastermind' you'll love *Supermind*! With all 47 symbols on your console keyboard as possible elements of your code, you have to sharpen your wits before attempting to crack it!

### Object of the game

A random combination of 4 symbols has been chosen by the computer—you have to find the combination!

### How it's played

The screen shows 4 question marks and a large figure 4. The '4' shows the number of guesses made in each turn, each symbol keyed in on the console representing one guess. On completion of a turn, ie 4 guesses, if one of the chosen symbols is correct but wrongly positioned, a red figure 1 is displayed. When correctly positioned, the symbol will appear in bright white. The code must be broken in a minimum number of moves. The number of moves made is displayed on the screen. When 2 people play, one selects the code, the other breaks it.

### Special features

The entire G7000 keyboard is utilised.



## No. 33 Jumping acrobats

Excitement and fun for one or two players with this unusual and exhilarating game.

It will seem tricky at first, but once you get those acrobats bouncing all over your screen, popping balloons galore, you'll find the controls of this videopac very hard to put down!

### Object of the game

The screen is a hall with jumping platforms on either side—an acrobat positioned on one, 3 rows of different-coloured balloons floating across the ceiling and a seesaw on the floor with another acrobat on one end. The joystick moves the seesaw across the floor, the action button makes the first acrobat jump from his platform. He must land on the high side of the seesaw—and thereafter the acrobats alternately bounce ceilingwards and burst balloons on contact thus mounting up points. A misjudgement with the controls results in a crash—and you can see it hurts! Ten jumps from the platform make one complete game. Points scored are displayed on the screen. Variations for one or two players include moving or static balloons, handicaps and shields to make the jumping job more hazardous!

### Special features

The computer keeps track of the best overall performance through as many games as you like.



### No.34 Satellite attack

**PHILIPS BEATS THEM ALL WITH THIS THRILLING GAME SET AMONGST THE ASTEROIDS OF OUTER SPACE!**

Alien saucers, magnetic asteroids and an energy crisis aboard your own ship—you need lightning reactions and gritty determination to overcome the odds and be Satellite Attack Champion.

#### Object of the game

Your space cruiser must manoeuvre ultra-fast in order to survive long enough under constant attack to score a championship number of points. You score 1 for an ordinary asteroid, 3 for a magnetic one and 10 for an alien saucer, up to an astonishing maximum of 9,999!

#### How it's played

Controlled by the handset, a space-cruiser, surrounded by a protective, energised forcefield, drifts through space among asteroids. It is armed by a laser gun, activated by pressing the action button. Shooting or colliding with an asteroid scores a point, but weakens the forcefield for a second or two. Two collisions in quick succession will prove fatal. A further hazard! When two asteroids fuse they gain magnetic properties and are immediately drawn to the Ship. But the gravest danger of all comes from ultra-fast alien saucers which appear from nowhere with their lethal, accurately-aimed lasers! The battle is over when the cruiser explodes—the operator's score is displayed on the screen.

#### Special features

When several competitors play, the name of the reigning champion can be typed through the keyboard and is displayed on the screen throughout the game.



### No.35 Electronic billiards

Realistic versions of two popular American pocket billiards games: 'Eight Ball' and 'Rotation'. For 2 players. Good news for all fans of 'Pot Black'. Now you can play on your TV screen!

#### Object of the game

**Eight Ball:** in a triangle of 10 balls, the 2 dark-coloured balls must be pocketed. First to do this wins.  
**Rotation:** with 5 light blue and 5 yellow balls, you take turns to pot as many as you can, excluding your own cue ball. Winner is the one who pockets most balls.

#### How it's played

Determine the direction of your shot by moving the cue with your joystick. Press the action button—the longer you hold it the further the ball travels. When your ball hits another, you no longer control its momentum. At the bottom of the screen the computer records the number of balls pocketed.

#### Special features

'Rotation' offers many interesting possibilities to create your own variations. For instance, you can give a different value to different-coloured balls, or decide to try to pocket alternating colours, or each choose to play one of the colours only.



### No.36 Football and Ice Hockey

Two games requiring skill and judgement for 2 players. Plug the game in and select which one you wish to play and then let the crowds cheer you on.

#### Object of Game

Quite simply to control the 5 men in your team and to try and score goals either playing Ice Hockey or Football. The computer keeps score of the goals and of the time elapsed.

#### How it's played

Just like the real thing except of course you have fewer players. The man who has the ball or puck (if you are playing the Ice Hockey game) can run, pass or shoot with the final object of course to score a goal. A game requiring skill in controlling your 5 men with the object of outwitting your opponent and scoring goals.

#### Special features

On the ice hockey version you can increase the fun of playing by holding the action button down when you fire a shot and watch the puck continue moving until it hits another player.

Dear Member,

The enclosed G7000 Club News No. 12 will be the last Newsletter published and from the end of January 1985 the Club will no longer run competitions or handle general correspondence.

But that does not mean that you can't participate in the G7000 games excitement. Pacs are still available from your retailers, however, in the event that you may not be able to get the Pac of your choice, a direct mail purchase facility will continue to be available from Fordhams at Richmond House, Richmond Road, Ipswich. IP1 4DL. Technical service for G7000 is, as before, available from your dealer, who will be fully supported by our Philips Service Organisation.

For those of you who are still active Club members, we've got something very special for you. You may obtain direct from the Club one of three top Pacs at a special low price to members of £9.95 only. It is excellent value since those Pacs are in the highest price category.

They are -

No 31	Musician
No 41	Conquest of the World
No 42	Quest for the Rings

In our closing Newsletter package to you is an order form. Complete it giving your name, address and membership number. If you have forgotten your number, it is on the address label on the envelope. Select the one Pac you require at this crazy price. This offer is strictly one Pac per member. Send your cheque or postal order made payable to Live Services Management Ltd. for £9.95 to -

G7000 Special Offer  
P O Box 62  
Pinner  
Middlesex  
HA5 4XW

Remember this great game offer is open ONLY TO G7000 CLUB MEMBERS. Do hurry since the offer must close on 31st January 1985 and stocks being limited, will be despatched on a first come, first served basis.

Best wishes and even better games playing



STEVE NEWBOLD  
Club Leader